

Applicants further respectfully request that this response be accepted as a bona fide effort to meet any potential response requirements outstanding and due in the above captioned matter.

Please amend the application as follows:

IN THE CLAIMS:

**MARKED UP VERSION OF THE AMENDED CLAIMS**

**(Version with marking to show changes made)**

1. (presently amended) \ A method for operating a coin actuated entertainment automat comprising  
placing a coin into a coin acceptance device of an entertainment automat;  
testing the coin in a coin testing device;

displaying symbols on a symbol display device, wherein a displayed symbol combination comprises several symbols and wherein ~~upon reaching of a predetermined symbol combination or~~ upon reaching of a predetermined credit balance in a credit balance counter disposed on the side of the control unit in the following a symbol combination is displayed with the symbol display device;

/

controlling the course of the game with a control unit including a microcomputer and a pseudorandom number generator;

influencing the course of the game by an operational element disposed on the front side of the entertainment automat;

substituting a symbol by another randomly determined symbol;

renewing the symbols within a predetermined time window until a winning carrying symbol combination is reached; and

accumulating the obtained winning in ~~[[a]]~~ the credit balance counter.

2. (original) The method according to claim 1, further comprising  
networking a second entertainment automat to the first entertainment automat;  
simultaneously switching the played entertainment automats (1) into a uniform game mode upon reaching of a predetermined symbol combination or upon reaching of a predetermined credit balance state of a common credit balance counter;  
determining in a game mode the entertainment automat, which has reached the highest winning value within a time window predetermined by the control unit;  
coordinating the winning value to that entertainment automat, which entertainment automat has reached the highest winning within the time limited game mode.

3. (previously presented) A method for operating a coin actuated entertainment automat comprising

- inserting payment into an automatic entertainment automat;
- activating a game time after receiving the payment by the automatic entertainment machine;
- randomly drawing all cards;
- determining if a game time has ended;
- displaying the winning values in case the game time has ended;
- determining if a key has been depressed in case the game time has not yet ended;
- determining if the depressed key is a hand out key or a hold key in case a key had been depressed;
- randomly drawing cards not being held in case the hand out key had been depressed;
- holding cards in case the hold key had been depressed;
- actualize the intermediate state;
- determining if a certain winning combination had been reached;

randomly drawing again all cards if the certain winning combination had been reached;

determining again if the game time has ended if the certain winning combination had not been reached.

4. (previously presented) The method for operating a coin actuated entertainment automat according to claim 3 further comprising

determining if a special symbol combination or a jackpot winning value has been reached after inserting payment into the automatic entertainment automat.

5. (previously presented) The method for operating a coin actuated entertainment automat according to claim 3 further comprising

networking a second entertainment automat to the first entertainment automat;

determining which one of the entertainment automats assumes a master function;

determining which one of the entertainment automats assumes a slave function;

determining if a jackpot filling level has reached a predetermined release amount;

starting a jackpot game at the entertainment automat performing the slave function;

waiting till the slave is ready;

activating the game time for the entertainment automats;

randomly drawing all cards;

determining if a game time has ended;

collecting the game results of the slave entertainment automat in the master entertainment automat;

distributing of the game results to the slave entertainment automat by the master entertainment automat;

calculating of the winning amount;

displaying the winning amount.

6. (previously presented) The method for operating a coin actuated entertainment automat according to claim 5 further comprising

sending a readiness signal to the master entertainment automat;

waiting by the slave entertainment automat for an activation of the game time through the master entertainment automat.

7. (previously presented) A method for operating a coin actuated entertainment automat with a coin acceptance device and a coin test device, a symbol display device and a control unit for controlling the course of the game, wherein the control unit includes a microcomputer and a pseudorandom number generator, wherein the game course can be influenced by an operational element disposed on the front side of the entertainment automat, and wherein a displayed symbol combination comprises several

symbols, and wherein a symbol can be substituted by another randomly determined symbol,  
wherein upon reaching of a predetermined symbol combination or upon reaching of a predetermined credit balance in a credit balance counter disposed on the side of the control unit in the following a symbol combination is displayed with the symbol display device (2), and wherein the symbols can be renewed within a predetermined time window, until the winning carrying symbol combination is reached, and wherein the obtained winning is accumulated in the credit balance counter.

8. (original) The method according to claim 7, wherein the entertainment automats (1) are networked together, and wherein the played entertainment automats (1) are simultaneously switched into a uniform game mode upon reaching of a predetermined symbol combination or upon reaching of a predetermined credit balance



state of a common credit balance counter, wherein in the game mode is determined at which entertainment automat (1) the highest winning value is reached within a time window predetermined by the control unit (7), and wherein the winning value is coordinated to that entertainment automat (1), which entertainment automat (1) has reached the highest winning within the time limited game mode.

9. (previously presented) A method for operating a coin actuated entertainment automat comprising  
placing a coin into a coin acceptance device of an entertainment automat;  
testing the coin in a coin testing device;  
displaying symbols on a symbol display device, wherein a displayed symbol combination comprises several symbols and  
wherein upon reaching of a predetermined symbol combination or  
upon reaching of a predetermined credit balance in a credit balance

counter disposed on the side of the control unit in the following a symbol combination is displayed with the symbol display device; controlling the course of the game with a control unit including a microcomputer and a pseudorandom number generator; influencing the course of the game by an operational element disposed on the front side of the entertainment automat; substituting a symbol by another randomly determined symbol; renewing the symbols within a predetermined time window until a winning carrying symbol combination is reached; accumulating the obtained winning in a credit balance counter; and switching simultaneously the coin actuated entertainment automats disposed in the network into a common supplemental game when a predetermined value of a common jackpot is surpassed.

10. (previously presented) The method according to claim 1, further comprising

monitoring a credit balance state with a first operational block exhibiting a game stake;

monitoring the total playing time by a second operational block;

randomly determining winning symbols during the complete game time by a control unit;

illustrating and displaying the randomly determined winning symbols with a symbol display device;

activating a first branching block by a third operational block for determining the remaining residual game time;

determining in a second branching block in case of a presence of remaining residual game time, if an operating element furnished on the front side of the entertainment automat has been actuated;

performing a return to the first branching block in case of an absence of an operating element activation.

11. (presently amended) The method according to claim 1, further comprising

determining which operational element was actuated in case of an activation of an operational element;

presenting card symbols with the symbol display device;

drawing not held cards by new cards determined randomly from the card storage in a fourth operational block;

determining a winning value of a displayed symbol combination;

displaying the winning value in a fifth operational block;

checking in a third branching block, if the maximum winning value is displayed with the symbol display device;

holding the winning symbols displayed with the symbol display device upon remaining of a residual game time ~~can be held~~ in the following by activation of an operational element;

performing a return from the third branching block to the first branching block upon checking if the game time has ended;

determining an actualized winning value in case of an ended game time in a sixth operational block;

performing a return from the sixth operational block to a first operational block by checking, if a further credit balance state for basing a further game stake is present.

12. (previously presented) The method according to claim 1, further comprising

determining symbol combinations randomly in case of a credit balance state exhibiting a game stake in the credit balance counter of the entertainment automat;

performing a switch over from a base game into a supplemental game by a control unit in case a predetermined winning value is coordinated to the symbol combination displayed by the symbol display device or if a particular symbol combination is displayed with the symbol display device;

determining in a branching block if a preset jackpot winning value has been reached or surpassed for a predetermined symbol combination.

13. (currently amended) The method according to claim 1, further comprising

- monitoring a total game time by an operational block;
- randomly determining winning symbols by a control unit during a total game time;
- displaying the randomly determined winning symbols with the symbol display device;
- activating a branching block by an operational block for determining the remaining residual game time;
- checking in the branching block in case of a presence of remaining residual game time, if an operational element present on the front side of the entertainment automat has been actuated;
- performing a return to a branching block in case of no actuation of the operational element;
- checking which one operational element was actuated in case of an actuation of the operational element;

checking in the branching block [[45]], if a maximum winning value is displayed with the symbol display device;

performing a return upon non-reaching of the maximum winning value from one branching block to a second branching block, wherein the game time is checked in the second branching block;

displaying winning symbols with the symbol display device upon remaining of a residual game time;

holding the display of the winning symbols by actuating of the operational element or throwing out all up to now held cards by actuating an entry block [[.]] ;

performing a return from the one branching block to the second branching block by checking if the game time has ended;

determining an actualized winning value in an operational block in case of an ended game time, and displaying actualized winning value with a coordinated display means; performing a return from a second operational block to a third operational block by checking

if a further credit balance state sufficient for a game stake is present.

14. (previously presented) The method according to claim 2, further comprising

initiating a network by actuating the power switch of each entertainment automat;

assuming of the master function by one of the entertainment automats, wherein the master function comprises essentially that a coordination of the entertainment automats present in the network is performed with respect to the collection of data through the counter state of the jackpot amount and the release of a common special game, which takes place at all entertainment automats present in the network at the same time;

switching the second entertainment automat present in the network to a slave function;



randomly determining a symbol combination in an operational block and displaying the symbol combination in the symbol display device in case of a sufficient credit balance state;

transferring an adjustable shared part amount of the game stake of each base game to a common jackpot counter;

checking the counter state of the jackpot counter in a branching block following to a determination of the winning value in the base game;

sending from the master a control signal to all other entertainment automats present in the network if the predetermined jackpot counter state is reached or surpassed, wherein the slaves switch to the supplemental game based on the control signal after termination of the base game;

monitoring in an operational block, if an okay signal was returned by all slaves;

starting the supplemental game at the same time in all participating coin actuated entertainment automats.

15. (currently amended) The method according to claim 2, further comprising

- activating an entertainment automat in case of a credit balance state exhibiting a game stake;
- monitoring a total game time by an operational block;
- randomly determining winning symbols by a control unit and displaying the winning symbols with the symbol display device within the total game time;
- activating a branching block for determining the remaining residual game time by the operational block;
- checking in a branching block if an operational element disposed on the front side of the entertainment automat was actuated in case of a presence of remaining residual game time;
- performing a return to the branching block if no operational element actuation took place;

checking in case of actuation of the operational element which operational element was actuated;  
determining and displaying a game result of the displayed symbol combination in an operational block;  
determining in a first branching block if a maximum winning value is displayed with the symbol display device;  
performing a return from the first branching block to a second branching block [[39]] in case of a non-reaching of the maximum winning value; and  
checking the game time in the second branching block.

16. (presently amended) The method according to claim 2, further comprising  
performing a return upon reaching of the maximum winning value from a branching block to an operational block, wherein new winning symbols are randomly determined in the operational block and are displayed with the symbol display device;

displaying winning symbols in case of a remaining residual game time with the symbol display device and holding the winning symbols in the following by actuating the operational element or throwing out all up to now held cards by actuating an entry block; performing a return from the first branching block to the second branching block; checking in the second branching block, if the game time has ended [[.]] ;

scanning the individual results of the slave entertainment automats ~~are scanned~~ by the entertainment automat turned master in case of an ended game time;

accumulating ~~accumulated~~ the incoming game results by the master;

communicating the incoming game results from the master to the slaves;

determining the winning value in the following in an operational block;

displaying the determined winning value with the coordinated display means of a respective entertainment automat;  
performing a return from an operational block displaying the winning value to a second operational block checking the game stake.

17. (previously presented) The method according to claim 2, further comprising  
initiating a network by actuating the power switch of each of the entertainment automats, wherein one of the entertainment automats assumes a master function;  
switching further entertainment automats contained in the network to slave operation; wherein the slave function comprises essentially that predetermined data are transmitted continuously to the master after request;  
randomly determining a symbol combination in an operational block in case of a sufficient credit balance state;

displaying the determined symbol combination with the symbol display device;

transmitting an adjustable share part of the stake of each base game to a common jackpot counter;

checking in a branching block, if an instruction is present from the master to start thereupon a supplemental game following to the determination of the winning value in the base game;

confirming a receipt of the instruction of the start of the supplemental game to the master;

activating the entertainment automat in case of a credit balance state exhibiting at least a game stake;

checking by an operational block, if the master signal for the special games is present;

randomly determining winning symbols by a control unit during the complete game time;

displaying the determined winning symbols with the symbol display device;

activating a first branching block for determining the remaining residual game time by an operational block;  
checking in a second branching block, if an operational element furnished on the front side of the entertainment automiat was actuated;  
performing a return to the first branching block in case no actuation of an operational element took place and in case of a presence of a remaining residual game time.

18. (previously presented) The method according to claim 2, further comprising  
checking which operational element was actuated in case of an actuation of an operational element;  
determining a game result of the displayed symbol combinations;  
displaying the determined game result in the operational block;  
determining in a branching block if a maximum winning value is displayed with the symbol display device;

performing a return from a first branching block to a second branching block in case of a non-reaching of the maximum winning value;

checking the game time in the second branching block;

performing a return from the first branching block to a second operational block;

performing a return upon reaching of the maximum winning value, wherein new winning symbols are randomly determined in the second operational block and wherein the new winning symbols are displayed with the symbol display device;

displaying winning symbols with the symbol display device in case of a remaining of residual game time;

holding the winning symbols in the following by actuating the operational element or throwing out all up to now held cards by actuating the entry block;

performing a return from the first branching block to the second branching block by checking if the game time has ended;



performing a return from a third operational block to a fourth operational block by checking if a further credit balance state sufficient for a game stake is present.

19. (presently amended) A system for operating a coin actuated entertainment automat comprising

a first entertainment automat;

a second entertainment automat, wherein the first entertainment automat and the second entertainment automat are forming a network and are simultaneously switched, and

means for configuring the network connected to the first entertainment automat and to the second entertainment automat, wherein

the first entertainment automat and the second entertainment automat are at the same time playing a base game, and wherein a predetermined ~~winning~~ winning combination or a predetermined winning value is reached in the base game, whereupon a

supplemental game is activated upon a trigger value on the first entertainment automat and on the second entertainment automat.

20. (previously presented) The system according to claim 19, wherein the first entertainment automat is furnished with a first additional operating element, wherein the first additional operating element is associated to each presented winning symbol and each presented winning symbol can be held in the following by action of the first operating element, and wherein the first entertainment automat includes a first separate processor and first software; wherein the second entertainment automat is furnished with a second additional operating element, wherein the second additional operating element is associated to each presented winning symbol and each presented winning symbol can be held in the following by action of the second operating element, and wherein the second

entertainment automat includes a second separate processor and second software.

21. (previously presented) The system according to claim 19, wherein

one of the first entertainment automat and of the second entertainment automat performs a master function, and wherein the entertainment automat performing the master function drives the supplemental game which is performed on the first entertainment automat and on the second entertainment automat.

22. (previously presented) The system according to claim 21, wherein

the entertainment automat performing the master function accumulates a jackpot amount as an adjustable shared part of the game stake of each base game, and wherein the entertainment

automat performing the master function scans individual game results and subdivides the jackpot winning amount.

23. (previously presented) The system according to claim 19 further comprising  
a display means furnished as a central large display field, wherein the display means displays the temporary jackpot value.

24. (previously presented) A network of entertainment apparatuses comprising  
a first symbol display device;  
first operating elements disposed near the first symbol display device;  
a first opening for receiving coins, tokens or banknotes;  
a first payment unit;

a first control unit connected to the first symbol display device, to the first operating elements, to the first opening and to the first payout unit;

a first symbol game device connected to the first control unit;

a first video controller having a symbol memory storage and connected to the first symbol display device and to the first control unit;

a first read-only memory including

a first pseudo random number generator program,

a first winning value recognition program,

a first display control program, and

a first winning plan program;

a first communications board associated with the first control circuit;

a first serial interface disposed at the first communications board;

a second symbol display device;

second operating elements disposed near the second symbol display device;

a second opening for receiving coins, tokens or banknotes;

a second payment unit;

a second control unit connected to the second symbol display device, to the second operating elements, to the second opening and to the second payout unit;

a second symbol game device connected to the second control unit;

a second video controller having a symbol memory storage and connected to the second symbol display device and to the first control unit;

a second read-only memory including

a second pseudo random number generator program,

a second winning value recognition program,

a second display control program, and

a second winning plan program;

a second communications board associated with the second control circuit;

a second serial interface disposed at the second communications board;

a cable connecting the first serial interface to the second serial interface;

wherein a determination is set as to what game stake part is to be delivered to the jackpot.

25. (previously presented) The network of entertainment apparatuses according to claim 24, wherein the first symbol display device displays the temporary jackpot value;

wherein the second symbol display device displays the temporary jackpot value;

wherein the first control unit performs an automatic recognition for determining which control unit assumes a master function and which control unit assumes a slave function;

wherein the second control unit performs an automatic recognition for determining which control unit assumes a master function and which control unit assumes a slave function;  
wherein a jackpot prerelease value is set;  
wherein the jackpot is frozen upon reaching of the jackpot prerelease value; and  
wherein a jackpot playout game is started at the first control unit and at the second control unit.

26. (previously presented) The network of entertainment apparatuses according to claim 24, wherein the first symbol display device is furnished by a first flat picture screen and wherein the second symbol display device is furnished by a second flat picture screen;  
wherein the first control unit is furnished with a first microprocessor and wherein the second control unit is furnished with a second microprocessor.



27. (previously presented) A method for operating a coin actuated entertainment automat comprising

placing a coin into a coin acceptance device of an entertainment automat;

testing the coin in a coin testing device;

displaying symbols on a symbol display device, wherein a displayed symbol combination comprises several symbols and wherein upon reaching of a predetermined credit balance in a credit balance counter disposed on the side of the control unit in the following a symbol combination is displayed with the symbol display device;

controlling the course of the game with a control unit including a microcomputer and a pseudorandom number generator;

influencing the course of the game by an operational element disposed on the front side of the entertainment automat;

substituting a symbol by another randomly determined symbol;

renewing the symbols within a predetermined time window until a winning carrying symbol combination is reached; and  
accumulating the obtained winning in a credit balance counter.

28. (previously presented) The method according to claim 27, further comprising  
networking a second entertainment automat to the first entertainment automat;  
simultaneously switching the played entertainment automats (1) into a uniform game mode upon reaching of a predetermined credit balance state of a common credit balance counter;  
determining in a game mode the entertainment automat, which has reached the highest winning value within a time window predetermined by the control unit;  
coordinating the winning value to that entertainment automat, which entertainment automat has reached the highest winning within the time limited game mode.

29. (previously presented) The method according to claim 27, further comprising

delivering a percentage of each game stake to a jackpot;

determining a reaching or surpassing of a jackpot release value;

activating a special jackpot game sequence upon reaching or surpassing of the jackpot release value, which jackpot game sequence is the same at each used networked entertainment automat;

giving to each player of each used networked entertainment automat the possibility to achieve a predetermined result within a predetermined time period, wherein the player has to reach a winning symbol combination predetermined by the entertainment automat after an arbitrary number of games during the predetermined time period.

30. (new) A method of running a plurality of entertainment automats comprising

- employing a first entertainment automat;
- employing a second entertainment automat;
- networking the first entertainment automat to the second entertainment automat;
- starting the entertainment automats to run;
- determining which entertainment automat from the first entertainment automat and the second entertainment automat assumes a master function within the network;
- determining which entertainment automat from the first entertainment automat and the second entertainment automat assumes a slave function within the network.

31. (new) The method of running a plurality of entertainment automats according to claim 30 further comprising

collecting data relating to the games performed at the entertainment  
automats in the entertainment automat performing the master  
function;

managing a jackpot in the entertainment automat performing the  
master function;

filling the jackpot depending on the games performed in the  
entertainment automats;

determining if the filling level of the jackpot has reached a  
predetermined level;

initiating a supplemental game in all running entertainment  
automats simultaneously upon the jackpot having reached the  
predetermined level.

32. (new) The method of running a plurality of entertainment  
automats according to claim 30 further comprising  
inserting payment (36) into one of the entertainment automats for  
obtaining an active entertainment automat;

activating a game time (37) of the active entertainment automat;  
randomly drawing all cards (38) of the active entertainment  
automat;  
determining if a game time has ended (39) at the active  
entertainment automat;  
presenting the winning amount on a display if the game time is  
determined to be ended;  
waiting for another insertion of payment.

33. (new) The method of running a plurality of entertainment  
automats according to claim 32 further comprising  
determining if a key is depressed (40) in case it was determined that  
the game time had not been ended;  
returning process to determining if the game time is ended (30) in  
case it is determined that no key was depressed;  
randomly drawing a card not yet held (43) if it is determined (40)  
that the hand out key (41) was depressed;

holding a card (46) if it is determined (40) that the hold key (42) was depressed;  
actualizing an intermediate state (44);  
determining if a Royal Flush (45) has been reached;  
returning process to randomly drawing all cards (38) of the active entertainment automat  
in case a Royal Flush (45) has been reached; and  
returning process to determining if the game time is ended (30) in case no Royal Flush (45) has been reached.

34. (new) The method of running a plurality of entertainment automats according to claim 30 further comprising  
inserting payment (36) into one of the entertainment automats for obtaining an active entertainment automat;  
activating a base game (48) of the active entertainment automat;  
determining if a special symbol combination (49) has been reached;

returning process to inserting payment (36) if it is determined that no special symbol combination (49) has been reached;  
activating a game time (37) of the active entertainment automat if it is determined that a special symbol combination (49) has been reached;  
randomly drawing all cards (38) of the active entertainment automat;  
determining if a game time has ended (39) at the active entertainment automat;  
presenting the winning amount on a display if the game time is determined to be ended;  
waiting for another insertion of payment.

35. (new) The method of running a plurality of entertainment automats according to claim 34 further comprising  
determining if a key is depressed (40) in case it was determined that the game time had not been ended;



returning process to determining if the game time is ended (30) in case it is determined that no key was depressed;  
randomly drawing a card not yet held (43) if it is determined (40) that the hand out key (41) was depressed;  
holding a card (46) if it is determined (40) that the hold key (42) was depressed;  
actualizing an intermediate state (44);  
determining if a Royal Flush (45) has been reached;  
returning process to randomly drawing all cards (38) of the active entertainment automat  
in case a Royal Flush (45) has been reached;  
returning process to determining if the game time is ended (30) in case no Royal Flush (45) has been reached.

36. (new) The method of running a plurality of entertainment automats according to claim 30 further comprising

inserting payment (36) into one of the entertainment automats for  
obtaining an active entertainment automat;  
activating a base game (48) of the active entertainment automat;  
determining if a jackpot winning value (49) has been reached;  
returning process to inserting payment (36) if it is determined that  
no jackpot winning value (49) has been reached;  
activating a game time (37) of the active entertainment automat if it  
is determined that a jackpot winning value (49) has been reached;  
randomly drawing all cards (38) of the active entertainment  
automat;  
determining if a game time has ended (39) at the active  
entertainment automat;  
presenting the winning amount on a display if the game time is  
determined to be ended;  
waiting for another insertion of payment.

37. (new) The method of running a plurality of entertainment automats according to claim 36 further comprising  
determining if a key is depressed (40) in case it was determined that the game time had not been ended;  
returning process to determining if the game time is ended (30) in case it is determined that no key was depressed;  
randomly drawing a card not yet held (43) if it is determined (40) that the hand out key (41) was depressed;  
holding a card (46) if it is determined (40) that the hold key (42) was depressed;  
actualizing an intermediate state (44);  
determining if a Royal Flush (45) has been reached;  
returning process to randomly drawing all cards (38) of the active entertainment automat  
in case a Royal Flush (45) has been reached;  
returning process to determining if the game time is ended (30) in case no Royal Flush (45) has been reached.

38. (new) The method of running a plurality of entertainment  
automats according to claim 30 further comprising  
starting a network (49);  
inserting payment (36) into one of the entertainment automats for  
obtaining an active entertainment automat;  
activating a base game (48) of the active entertainment automat;  
determining if a jackpot amount has surpassed a jackpot release  
value (52);  
returning process to inserting payment (36) if it is determined that  
no jackpot amount has surpassed the jackpot release value (52);  
starting the slave entertainment automat with the jackpot game (53)  
if it is determined that the jackpot amount has surpassed the jackpot  
release value (52);  
waiting till the slave entertainment automat (54) is ready;  
activating a game time (37) of the slave entertainment automat;

randomly drawing all cards (38) of the active entertainment  
automat;

determining if a game time has ended (39) at the slave  
entertainment automat;

collecting the individual result (55) of the slave entertainment  
automat if the game time is determined to be ended;

distributing of the sum of the individual result (56) to the slave  
entertainment automat;

calculating a winning amount (57);

presenting the winning amount on a display (58);

collecting the jackpot amount (51).

39. (new) The method of running a plurality of entertainment  
automats according to claim 38 further comprising  
determining if a key is depressed (40) in case it was determined that  
the game time had not been ended;

returning process to determining if the game time is ended (30) in case it is determined that no key was depressed;  
randomly drawing a card not yet held (43) if it is determined (40) that the hand out key (41) was depressed;  
holding a card (46) if it is determined (40) that the hold key (42) was depressed;  
actualizing an intermediate state (44);  
determining if a Royal Flush (45) has been reached;  
returning process to randomly drawing all cards (38) of the active entertainment automat  
in case a Royal Flush (45) has been reached;  
returning process to determining if the game time is ended (30) in case no Royal Flush (45) has been reached.

40. (new) The method of running a plurality of entertainment automats according to claim 30 further comprising

starting a network (49);

inserting payment (36) into one of the entertainment automats for

obtaining an active entertainment automat;

activating a base game (48) of the active entertainment automat;

determining if a jackpot distribution game has been started (59);

returning process to inserting payment (36) if it is determined that

no jackpot distribution game has been started (59);

transmitting ready state to the master entertainment automat (60) if

it is determined that no jackpot distribution game has been started

(59);

waiting for activating a game time (61) through the master

entertainment automat;

randomly drawing all cards (38) of the active entertainment

automat;

determining if the game time has ended (39);

waiting for an individual result from the master entertainment

automat (62) if the game time is determined to be ended;

calculating a winning amount (57);  
presenting the winning amount on a display (58);  
waiting for another insertion of payment.

41. (new) The method of running a plurality of entertainment  
automats according to claim 40 further comprising  
determining if a key is depressed (40) in case it was determined that  
the game time had not been ended;  
returning process to determining if the game time is ended (30) in  
case it is determined that no key was depressed;  
randomly drawing a card not yet held (43) if it is determined (40)  
that the hand out key (41) was depressed;  
holding a card (46) if it is determined (40) that the hold key (42)  
was depressed;  
actualizing an intermediate state (44);  
determining if a Royal Flush (45) has been reached;



returning process to randomly drawing all cards (38) of the active entertainment automat

in case a Royal Flush (45) has been reached;

returning process to determining if the game time is ended (30) in case no Royal Flush (45) has been reached.

42. (new) The method of running a plurality of entertainment automats according to claim 30 further comprising

starting a network (49);

inserting payment (36) into one of the entertainment automats for obtaining an active entertainment automat;

activating a base game (48) of the active entertainment automat;

determining if a jackpot amount has surpassed a jackpot release value (52);

returning process to inserting payment (36) if it is determined that no jackpot amount has surpassed the jackpot release value (52);

determining if a predetermined number (x) of games have been performed if it is determined that the jackpot amount has surpassed the jackpot release value (52);  
presenting the winning amount on a display (58) if it is determined that a predetermined number (x) of games have been performed;  
collecting the jackpot amount (51).

43. (new) The method of running a plurality of entertainment automats according to claim 42 further comprising  
starting the slave entertainment automat with the jackpot game (63) if it is determined that a predetermined number (x) of games have been performed;  
waiting till the slave entertainment automat (64) is ready;  
activating a game time (65) of the slave entertainment automat;  
randomly drawing all cards (66) of the active entertainment automat;  
determining if a key is depressed (40);

returning process to determining if the key is depressed (40) in case it is determined that no key was depressed;  
holding a card (46) if it is determined (40) that the hold key (42) was depressed;  
returning process to determining if the key is depressed (40);  
randomly drawing a card not yet held (43) if it is determined (40) that the hand out key (41) was depressed;  
waiting until the slave entertainment automat is ready (67);  
collecting the individual result (68);  
distributing the sum of the individual result to the slave entertainment automat (69);  
calculating a winning amount (70);  
returning process to determining if a predetermined number (x) of games have been performed (71).

44. (new) The method of running a plurality of entertainment automats according to claim 30 further comprising

starting a network (49);  
inserting payment (50) into one of the entertainment automats for  
obtaining an active entertainment automat;  
activating a base game (48) of the active entertainment automat;  
determining if a jackpot amount has surpassed a jackpot release  
value (52);  
returning process to inserting payment (50) if it is determined that  
no jackpot amount has surpassed the jackpot release value (52);  
determining if a predetermined number (x) of games have been  
performed if it is determined that the jackpot amount has surpassed  
the jackpot release value (52);  
presenting the winning amount on a display (58) if it is determined  
that a predetermined number (x) of games have been performed;  
waiting for another insertion of payment.

45. (new) The method of running a plurality of entertainment  
automats according to claim 44 further comprising

activating a game time (65) by the master entertainment automat if it is determined that a predetermined number (x) of games have been performed;

randomly drawing all cards (66) of the active entertainment automat;

determining if a key is depressed (40);

returning process to determining if the key is depressed (40) in case it is determined that no key was depressed;

holding a card (46) if it is determined (40) that the hold key (42) was depressed;

returning process to determining if the key is depressed (40);

randomly drawing a card not yet held (43) if it is determined (40) that the hand out key (41) was depressed;

sending an individual result (68) from the slave entertainment automat to the master entertainment automat;

calculating a winning amount (70);

returning process to determining if a predetermined number (x) of games have been performed (71).

46. (new) The method of running a plurality of entertainment automats according to claim 30 further comprising

- displaying a jackpot level value;
- surpassing a predetermined threshold value of the jackpot;
- switching the networked entertainment automats into a new game mode at a certain point in time;
- activating a supplemental game at the same time for the networked entertainment automats;
- distributing parts of the displayed jackpot to the networked entertainment automats;
- furnishing a winning value to each networked entertainment automat participating in the supplemental game , wherein the winning value corresponds to the achievements of the player during the supplemental game;

assigning the winning value based on the filling level of the jackpot and the ranking position of the obtained game result at the end of the supplemental game.

47. (new) A method of running a plurality of entertainment automats comprising

- employing a first entertainment automat;
- employing a second entertainment automat;
- employing a third entertainment automat;
- networking the first entertainment automat to the second entertainment automat and to the third entertainment automat;
- starting the entertainment automats to run;
- determining which entertainment automat from the first entertainment automat, the second entertainment automat and the third entertainment automat assumes a master function within the network;

determining which entertainment automat from the first entertainment automat, the second entertainment automat and the third entertainment automat assumes a first slave function within the network such that a remaining one of the entertainment automats assumes a second slave function.

48. (new) The method of running a plurality of entertainment automats according to claim 47 further comprising  
collecting data relating to the games performed at the entertainment automats in the entertainment automat performing the master function;  
managing a jackpot in the entertainment automat performing the master function;  
filling the jackpot depending on the games performed in the entertainment automats;



determining if the filling level of the jackpot has reached a predetermined level;

initiating a supplemental game in all running entertainment automats simultaneously upon the jackpot having reached the predetermined level.

### **REMARKS**

Claims 1 through 29 continue to be in the case.

New claims 30 through 48 are being introduced.

Claims 13, 15, 16 and 19 are being amended.

The new claims have the following basis:

Claim	Basis:
30	claims 7 and 8
31	claims 7 and 8
32	Fig. 3
33	Fig. 3

34	Fig. 4
35	Fig. 4
36	Fig. 4
37	Fig.4
38	Fig. 5
39	Fig. 5
40	Fig. 6
41	Fig. 6
42	Fig. 7
43	Fig. 7
44	Fig. 8
45	Fig. 8
46	Specification, page 26, line16 through page 33, line 11
47	Specification, page 19, lines 19 through 22 and claims 7 and 8
48	claims 7 and 8

*The Office Action refers to Claim Rejections - 35 USC § 112*

Claims 10, 11, 13 7 15-18 are rejected under 35 U.S.C. 112, first paragraph, as failing to comply with the enablement requirement. The claim(s) contains subject matter, which was not described in the specification in such a way as to enable one skilled in the art to which it pertains, or with which it is most nearly connected, to make and/or use the invention.

There seems to be a typo in the claim numbers recited in connection with this rejection. Applicant assumes the rejected claims are claims 10, 11, 13, and 15 – 18.

New claims 10, 11, 13, 15 –18 were introduced in the amendment dated April 4, 2003 and filed on April 7, 2003 and are based on applicant's specification.

Applicant respectfully traverses the rejection that claims 10, 11, 13 15 – 18 contain subject matter not described in the specification.

As to claim 10 the following observations are being made:

Claim 10 starts with the following language in a first clause:

“monitoring a credit balance state with a first operational block exhibiting a game stake;”.

The specification on page 15, lines 1 and 2 reads as follows:

“in case of a credit balance state exhibiting a game stake monitored by the operational block 36.”

Applicant urges that the recited language of the specification shows that there is no subject matter in the recited first clause of claim 10, which subject matter was not described in the specification of the applicant.

Claim 10 continues with the following language in a second clause:

“monitoring the total playing time by a second operational block;”

The specification on page 15, lines 2 and 3 reads as follows:

“ The total playing time is monitored by an operational block 37.”

Applicant urges that the recited language of the specification shows that there is no subject matter in the recited second clause of claim 10, which subject matter was not described in the specification of the applicant.

Claim 10 continues with the following language in a third clause:

“randomly determining winning symbols during the complete game time by a control unit;”

The specification on page 15, lines 4 through 6 reads as follows:

“The winning symbols are randomly determined during the complete game time by the control unit 7 not illustrated in detail

and are illustrated and displayed with the symbol display device 2 (operational block 38).”

Applicant urges that the recited language of the specification shows that there is no subject matter in the recited third clause of claim 10, which subject matter was not described in the specification of the applicant.

Claim 10 continues with the following language in a fourth clause:

“illustrating and displaying the randomly determined winning symbols with a symbol display device;”

The specification on page 15, lines 4 through 6 reads as follows:

“The winning symbols are randomly determined during the complete game time by the control unit 7 not illustrated in detail and are illustrated and displayed with the symbol display device 2 (operational block 38).”

Applicant urges that the recited language of the specification shows that there is no subject matter in the recited fourth clause of claim 10, which subject matter was not described in the specification of the applicant.

Claim 10 continues with the following language in a fifth clause:

“activating a first branching block by a third operational block for determining the remaining residual game time;”

The specification on page 15, lines 7 through 9 reads as follows:

“A branching block 39 is activated by the operational block 38 for determining the remaining residual game time.”

Applicant urges that the recited language of the specification shows that there is no subject matter in the recited fifth clause of claim 10, which subject matter was not described in the specification of the applicant.

Claim 10 continues with the following language in a sixth clause:

“determining in a second branching block in case of a presence of remaining residual game time, if an operating element furnished on the front side of the entertainment automat has been actuated;”

The specification on page 15, lines 9 through 13 reads as follows:

“It is determined in a branching block 40 in case of a presence of remaining residual game time, if an operating element 3 furnished on the front side of the entertainment automat 1 has been actuated.”

Applicant urges that the recited language of the specification shows that there is no subject matter in the recited sixth clause of claim 10, which subject matter was not described in the specification of the applicant.



Claim 10 continues with the following language in a seventh and last clause:

“performing a return to the first branching block in case of an absence of an operating element activation.”

The specification on page 15, lines 13 and 14 reads as follows:

“In case of no operating element 3 activation a return to the branching block 39 is performed.”

Applicant urges that the recited language of the specification shows that there is no subject matter in the recited seventh and last clause of claim 10, which subject matter was not described in the specification of the applicant.

As to claim 11 the following observations are being made:

Claim 11 starts with the following language in a first clause:

“determining which operational element was actuated in case of an activation of an operational element;”

The specification on page 15, lines 15 through 17 reads as follows:

“In case of an activation of an operational element (entry block 41 -- 42) it is determined, which operational element 3 was actuated.”

Applicant urges that the recited language of the specification shows that there is no subject matter in the recited first clause of claim 11, which subject matter was not described in the specification of the applicant.

Claim 11 continues with the following language in a second clause:

“presenting card symbols with the symbol display device;”

The specification on page 15, lines 17 through 20 reads as follows:

“ In case of actuation of an operational element 3 according to the entry block 41, then for example, five card symbols disposed

next to each other are presented with the symbol display device 2”

Applicant urges that the recited language of the specification shows that there is no subject matter in the recited second clause of claim 11, which subject matter was not described in the specification of the applicant.

Claim 11 continues with the following language in a third clause:

“drawing not held cards by new cards determined randomly from the card storage in a fourth operational block;”

The specification on page 15, line 22 through page 16, line 1 reads as follows:

“The not held cards are drawn by new cards determined randomly from the card storage in the operational block 43.”

Applicant urges that the recited language of the specification shows that there is no subject matter in the recited third clause of

claim 11, which subject matter was not described in the specification of the applicant.

Claim 11 continues with the following language in a fourth clause:

“determining a winning value of a displayed symbol combination;”

The specification on page 16, lines 1 through 3 read as follows:

“The winning value of the displayed symbol combination is determined and displayed in the operational block 44.”

Applicant urges that the recited language of the specification shows that there is no subject matter in the recited fourth clause of claim 11, which subject matter was not described in the specification of the applicant.

Claim 11 continues with the following language in a fifth clause:

“displaying the winning value in a fifth operational block;”

The specification on page 16, lines 1 through 3 reads as follows:

“The winning value of the displayed symbol combination is determined and displayed in the operational block 44.”

Applicant urges that the recited language of the specification shows that there is no subject matter in the recited fifth clause of claim 11, which subject matter was not described in the specification of the applicant.

Claim 11 continues with the following language in a sixth clause:

“checking in a third branching block, if the maximum winning value is displayed with the symbol display device;”

The specification on page 16, lines 3 through 6 reads as follows:

“In the following it is checked in the branching block 45, if the maximum winning value, for example a Royal Flush, is displayed with the symbol display device 2.”

Applicant urges that the recited language of the specification shows that there is no subject matter in the recited sixth clause of claim 11, which subject matter was not described in the specification of the applicant.

Claim 11 continues with the following language in a seventh clause:

“holding the winning symbols displayed with the symbol display device upon remaining of a residual game time in the following by activation of an operational element;”

The specification on page 16, lines 11 through 15 reads as follows:

“Upon remaining of a residual game time the winning symbols displayed with the symbol display device 2 can be held in the following by activation of the operational element 3 (operational block 42, operational block 46)”.

Applicant urges that the recited language of the specification shows that there is no subject matter in the recited seventh clause of

claim 11, which subject matter was not described in the specification of the applicant.

Claim 11 continues with the following language in a eighth clause:

“performing a return from the third branching block to the first branching block upon checking if the game time has ended;”

The specification on page 16, lines 17 through 19 reads as follows:

“A return is performed from the branching block 45 to the branching block 39 by checking if the game time has ended.”

Applicant urges that the recited language of the specification shows that there is no subject matter in the recited eighth clause of claim 11, which subject matter was not described in the specification of the applicant.

Claim 11 continues with the following language in a ninth clause:

“determining an actualized winning value in case of an ended game time in a sixth operational block; “

The specification on page 16, lines 19 and 20 reads as follows:

“In case of an ended game time, the actualized winning value is determined in the operational block 47”

Applicant urges that the recited language of the specification shows that there is no subject matter in the recited ninth clause of claim 11, which subject matter was not described in the specification of the applicant.

Claim 11 continues with the following language in a tenth and last clause:

“performing a return from the sixth operational block to a first operational block by checking, if a further credit balance state for basing a further game stake is present.”

The specification on page 16, line 22 through page 17, line 2 reads as follows:



“ A return is performed from the operational block 47 to the operational block 36 by checking, if a further credit balance state for basing a further game stake is present.”

Applicant urges that the recited language of the specification shows that there is no subject matter in the recited tenth and last clause of claim 11, which subject matter was not described in the specification of the applicant.

As to claim 13 the following observations are being made:

Claim 13 starts with the following language in a first clause:

“monitoring a total game time by an operational block;”

The specification on page 17, lines 21 and 22 reads as follows:

“The total game time is monitored by the operational block 37.”

Applicant urges that the recited language of the specification shows that there is no subject matter in the recited first clause of

claim 13, which subject matter was not described in the specification of the applicant.

Claim 13 continues with the following language in a second clause:

“randomly determining winning symbols by a control unit during a total game time;”

The specification on page 17, line 22 through page 18, line 2 reads as follows:

“The winning symbols are randomly determined by the control unit 7 not illustrated in detail during the total game time and are displayed with the symbol display device 2 (operational block 38).”

Applicant urges that the recited language of the specification shows that there is no subject matter in the recited second clause of claim 13, which subject matter was not described in the specification of the applicant.

Claim 13 continues with the following language in a third clause:

“displaying the randomly determined winning symbols with the symbol display device;”

The specification on page 17, line 22 through page 18, line 2 reads as follows:

“The winning symbols are randomly determined by the control unit 7 not illustrated in detail during the total game time and are displayed with the symbol display device 2 (operational block 38).”

Applicant urges that the recited language of the specification shows that there is no subject matter in the recited third clause of claim 13, which subject matter was not described in the specification of the applicant.

Claim 13 continues with the following language in a fourth clause:

“activating a branching block by an operational block for determining the remaining residual game time;”

The specification on page 18, lines 2 through 4 reads as follows:

“A branching block 39 for determining the remaining residual game time is activated by the operational block 38.”

Applicant urges that the recited language of the specification shows that there is no subject matter in the recited fourth clause of claim 13, which subject matter was not described in the specification of the applicant.

Claim 13 continues with the following language in a fifth clause:

“checking in the branching block in case of a presence of remaining residual game time, if an operational element present on the front side of the entertainment automat has been actuated;”

The specification on page 18, lines 4 through 7 reads as follows:

“In case of a presence of remaining residual game time, the branching block 40 checks, if an operational element 3 present on the front side of the entertainment automat 1 has been actuated.”

Applicant urges that the recited language of the specification shows that there is no subject matter in the recited fifth clause of claim 13, which subject matter was not described in the specification of the applicant.

Claim 13 continues with the following language in a sixth clause:

”performing a return to a branching block in case of no actuation of the operational element;”

The specification on page 18, lines 7 through 9 reads as follows:

“In case of no actuation of the operational element a return is performed to the branching block 39.”

Applicant urges that the recited language of the specification shows that there is no subject matter in the recited

sixth clause of claim 13, which subject matter was not described in the specification of the applicant.

Claim 13 continues with the following language in a seventh clause:

“checking which one operational element was actuated in case of an actuation of the operational element;”

The specification on page 18, lines 10 through 12 reads as follows:

“In case of an actuation of the operational element (entry block 41 -- 42) it is checked, which one operational element 3 was actuated. ”

Applicant urges that the recited language of the specification shows that there is no subject matter in the recited seventh clause of claim 13, which subject matter was not described in the specification of the applicant.

Claim 13 continues with the following language in a eighth clause:

“checking in the branching block, if a maximum winning value is displayed with the symbol display device;”

The specification on page 18, line 21 through page 19, line 1, reads as follows:

“In the following it is checked in the branching block 45, if the maximum winning value, for example a Royal Flush, is displayed with the symbol display device 2.”

Applicant urges that the recited language of the specification shows that there is no subject matter in the recited eighth clause of claim 13, which subject matter was not described in the specification of the applicant.

Claim 13 continues with the following language in a ninth clause:

“performing a return upon non-reaching of the maximum winning value from one branching block to a second branching block, wherein the game time is checked in the second branching block;

The specification on page 19, lines 1 through 4 reads as follows:

“Upon non-reaching of the maximum winning value a return is performed from the branching block 45 to the branching block 39, wherein the game time is checked as previously recited in the branching block 39.”

Applicant urges that the recited language of the specification shows that there is no subject matter in the recited ninth clause of claim 13, which subject matter was not described in the specification of the applicant.

Claim 13 continues with the following language in a tenth clause:

“displaying winning symbols with the symbol display device upon remaining of a residual game time;”

The specification on page 19, lines 4 through 6 reads as follows:



“Upon remaining of a residual game time, winning symbols displayed with the symbol display device 2 can be held”

Applicant urges that the recited language of the specification shows that there is no subject matter in the recited tenth clause of claim 13, which subject matter was not described in the specification of the applicant.

Claim 13 continues with the following language in an eleventh clause:

“holding the display of the winning symbols by actuating of the operational element or throwing out all up to now held cards by actuating an entry block;”

The specification on page 19, lines 5 through 9 reads as follows:

“winning symbols displayed with the symbol display device 2 can be held (operational block 42, operational block 46 ) by actuating of the operational element 3 or all up to now held cards can be thrown out by actuating the entry block 41.”

Applicant urges that the recited language of the specification shows that there is no subject matter in the recited eleventh clause of claim 13, which subject matter was not described in the specification of the applicant.

Claim 13 continues with the following language in a twelfth clause:

“performing a return from the one branching block to the second branching block by checking if the game time has ended;”

The specification on page 19, lines 10 through 12 reads as follows:

“A return is performed from the branching block 45 to the branching block 39 by checking if the game time has ended.”

Applicant urges that the recited language of the specification shows that there is no subject matter in the recited twelfth clause of claim 13, which subject matter was not described in the specification of the applicant.

Claim 13 continues with the following language in a thirteenth clause:

“determining an actualized winning value in an operational block in case of an ended game time, and displaying actualized winning value with a coordinated display means; “

The specification on page 19, lines 12 through 14 reads as follows:

“In case of an ended game time, the actualized winning value is determined in the operational block 47 and is displayed with a coordinated display means 21”

Applicant urges that the recited language of the specification shows that there is no subject matter in the recited thirteenth clause of claim 13, which subject matter was not described in the specification of the applicant.

Claim 13 continues with the following language in a fourteenth and last clause:

“performing a return from a second operational block to a third operational block by checking if a further credit balance state sufficient for a game stake is present.””

Applicant urges that the recited language of the specification shows that there is no subject matter in the recited fourteenth and last clause of claim 13, which subject matter was not described in the specification of the applicant.

As to claim 15 the following observations are being made:

Claim 15 starts with the following language in a first clause:

“activating an entertainment automat in case of a credit balance state exhibiting a game stake;”

The specification on page 21, lines 4 and 5 reads as follows:

“The entertainment automat 1 is activated in case of a credit balance state exhibiting a game stake.”

Applicant urges that the recited language of the specification shows that there is no subject matter in the recited first clause of

claim 15, which subject matter was not described in the specification of the applicant.

Claim 15 continues with the following language in a second clause:

“monitoring a total game time by an operational block;”

The specification on page 21, lines 5 and 6 reads as follows:

“The total game time is monitored by the operational block 37.”

Applicant urges that the recited language of the specification shows that there is no subject matter in the recited second clause of claim 15, which subject matter was not described in the specification of the applicant.

Claim 15 continues with the following language in a third clause:

“randomly determining winning symbols by a control unit and displaying the winning symbols with the symbol display device within the total game time;”

The specification on page 21, lines 5 through 10 reads as follows:

“The winning symbols are randomly determined by the control unit 7 not illustrated in detail and are displayed (operational block 38) with the symbol display device 2 within the total game time.”

Applicant urges that the recited language of the specification shows that there is no subject matter in the recited third clause of claim 15, which subject matter was not described in the specification of the applicant.

Claim 15 continues with the following language in a fourth clause:

“activating a branching block for determining the remaining residual game time by the operational block;”

The specification on page 21, lines 10 and 11 reads as follows:

“A branching block 39 determining the remaining residual game time is activated by the operational block 38.”

Applicant urges that the recited language of the specification shows that there is no subject matter in the recited fourth clause of claim 15, which subject matter was not described in the specification of the applicant.

Claim 15 continues with the following language in a fifth clause:

“checking in a branching block if an operational element disposed on the front side of the entertainment automat was actuated in case of a presence of remaining residual game time;”

The specification on page 21, lines 12 through 15 reads as follows:

“In case of a presence of remaining residual game time, it is checked in a branching block 40, if an operational element 3 disposed on the front side of the entertainment automat 1 was actuated.”

Applicant urges that the recited language of the specification shows that there is no subject matter in the recited fifth clause of claim 15, which subject matter was not described in the specification of the applicant.

Claim 15 continues with the following language in a sixth clause:

“performing a return to the branching block if no operational element actuation took place;”

The specification on page 21, lines 15 and 16 reads as follows:

“A return is performed to the branching block 39 if no operational element actuation took place.”

Applicant urges that the recited language of the specification shows that there is no subject matter in the recited sixth clause of claim 15, which subject matter was not described in the specification of the applicant.



Claim 15 continues with the following language in a seventh clause:

“checking in case of actuation of the operational element which operational element was actuated;”

The specification on page 21, lines 18 through 20 reads as follows:

“In case of actuation of the operational element (entry block 41 - 42) it is checked, which operational element 3 was actuated.”

Applicant urges that the recited language of the specification shows that there is no subject matter in the recited seventh clause of claim 15, which subject matter was not described in the specification of the applicant.

Claim 15 continues with the following language in an eighth clause:

“determining and displaying a game result of the displayed symbol combination in an operational block;”

The specification on page 22, lines 4 through 6 reads as follows:

“The game result of the displayed symbol combination is determined and displayed in the operational block 44.”

Applicant urges that the recited language of the specification shows that there is no subject matter in the recited eighth clause of claim 15, which subject matter was not described in the specification of the applicant.

Claim 15 continues with the following language in a ninth clause:

“determining in a first branching block if a maximum winning value is displayed with the symbol display device;”

The specification on page 22, lines 6 through 9 reads as follows:

“In the following it is determined in the branching block 45, if the maximum winning value, for example a Royal Flush, is displayed with the symbol display device 2.”

Applicant urges that the recited language of the specification shows that there is no subject matter in the recited ninth clause of claim 15, which subject matter was not described in the specification of the applicant.

Claim 15 continues with the following language in a tenth clause:

“performing a return from the first branching block to a second branching block in case of a non-reaching of the maximum winning value; and”

The specification on page '22, lines 9 through 12 reads as follows:

“A return is performed from the branching block 45 to the branching block 39 in case of a non-reaching of the maximum winning value, wherein the game time is checked in the branching block 39.”

Applicant urges that the recited language of the specification shows that there is no subject matter in the recited tenth clause of claim 15, which subject matter was not described in the specification of the applicant.

Claim 15 continues with the following language in a eleventh and last clause:

“checking the game time in the second branching block.”

The specification on page 22, lines 11 and 12 reads as follows:

“wherein the game time is checked in the branching block 39.”

Applicant urges that the recited language of the specification shows that there is no subject matter in the recited eleventh and last clause of claim 15, which subject matter was not described in the specification of the applicant.

As to claim 16 the following observations are being made:

Claim 16 starts with the following language in a first clause:

“performing a return upon reaching of the maximum winning value from a branching block to an operational block, wherein new winning symbols are randomly determined in the operational block and are displayed with the symbol display device;”

The specification on page 22, lines 13 through 17 reads as follows:

“Upon reaching of the maximum winning value a return is performed from the branching block 45 to the operational block 38, wherein new winning symbols are randomly determined in the operational block 38 and are displayed with the symbol display device 2.”

Applicant urges that the recited language of the specification shows that there is no subject matter in the recited first clause of claim 16, which subject matter was not described in the specification of the applicant.

Claim 16 continues with the following language in a second clause:

“displaying winning symbols in case of a remaining residual game time with the symbol display device and holding the winning symbols in the following by actuating the operational element or throwing out all up to now held cards by actuating an entry block;”

The specification on page 22, lines 18 through 23 reads as follows:

“In case of a remaining residual game time, winning symbols displayed with the symbol display device 2 can be held (operational block 42, operational block 46) in the following by actuating the operational element 34 or all up to now held cards can be thrown out by actuating the entry block 41.”

Applicant urges that the recited language of the specification shows that there is no subject matter in the recited second clause of

claim 16, which subject matter was not described in the specification of the applicant.

Claim 16 continues with the following language in a third clause:

“performing a return from the first branching block to the second branching block;”

The specification on page 23, lines 1 and 2 reads as follows:

“A return is performed from the branching block 45 to the branching block 39,”

Applicant urges that the recited language of the specification shows that there is no subject matter in the recited third clause of claim 16, which subject matter was not described in the specification of the applicant.

Claim 16 continues with the following language in a fourth clause:

“checking in the second branching block, if the game time has ended;”

The specification on page 23, lines 2 and 3 reads as follows:

“wherein it is checked in the branching block 39, if the game time has ended.”

Applicant urges that the recited language of the specification shows that there is no subject matter in the recited fourth clause of claim 16, which subject matter was not described in the specification of the applicant.

Claim 16 continues with the following language in a fifth clause:

“scanning the individual results of the slave entertainment automats by the entertainment automat turned master in case of an ended game time;”

The specification on page 23, lines 4 through 6 reads as follows:



“In case of an ended game time the individual results of the slave entertainment automats are scanned (operational block 55) by the entertainment automat 1 turned master.”

Applicant urges that the recited language of the specification shows that there is no subject matter in the recited fifth clause of claim 16, which subject matter was not described in the specification of the applicant.

Claim 16 continues with the following language in a sixth clause:

“accumulating the incoming game results by the master;”

The specification on page 23, lines 6 and 7 reads as follows:

“The incoming game results are accumulated by the master”

Applicant urges that the recited language of the specification shows that there is no subject matter in the recited sixth clause of claim 16, which subject matter was not described in the specification of the applicant.

Claim 16 continues with the following language in a seventh clause:

“communicating the incoming game results from the master to the slaves;”

The specification on page 23, lines 6 through 9 reads as follows:

“The incoming game results are accumulated by the master and in the following communicated to the slaves (operational block 56).”

Applicant urges that the recited language of the specification shows that there is no subject matter in the recited seventh clause of claim 16, which subject matter was not described in the specification of the applicant.

Claim 16 continues with the following language in an eighth clause:

“determining the winning value in the following in an operational block;”

The specification on page 23, lines 9 and 10 reads as follows:

“The winning value is determined in the following in the operational block 57. ”

Applicant urges that the recited language of the specification shows that there is no subject matter in the recited eighth clause of claim 16, which subject matter was not described in the specification of the applicant.

Claim 16 continues with the following language in a ninth clause:

“displaying the determined winning value with the coordinated display means of a respective entertainment automat;”

The specification on page 23, lines 10 through 12 reads as follows:

“The determined winning value is displayed (operational block 58) with the coordinated display means 21 of the respective entertainment automat 1.”

Applicant urges that the recited language of the specification shows that there is no subject matter in the recited ninth clause of claim 16, which subject matter was not described in the specification of the applicant.

Claim 16 continues with the following language in a tenth and last clause:

“performing a return from an operational block displaying the winning value to a second operational block checking the game stake.”

The specification on page 23, lines 13 through 15 reads as follows:

“A return is performed from the operational block 58 displaying the winning value to the operational block 50 checking the game stake.”

Applicant urges that the recited language of the specification shows that there is no subject matter in the recited tenth and last

clause of claim 16, which subject matter was not described in the specification of the applicant.

As to claim 17 the following observations are being made:

Claim 17 starts with the following language in a first clause:

“initiating a network by actuating the power switch of each of the entertainment automats, wherein one of the entertainment automats assumes a master function;”

The specification on page 23, lines 18 through 21 reads as follows:

“The network (operational block 49) is initiated by actuating the power switch of each of the entertainment automats 1, wherein one of the entertainment automats 1 assumes the master function according to figure 5.”

Applicant urges that the recited language of the specification shows that there is no subject matter in the recited first clause of claim 17, which subject matter was not described in the specification of the applicant.

Claim 17 continues with the following language in a second clause:

“switching further entertainment automats contained in the network to slave operation;”

The specification on page 23, lines 22 and 23 reads as follows:

“The further entertainment automats 1 contained in the network switch to slave operation.”

Applicant urges that the recited language of the specification shows that there is no subject matter in the recited second clause of claim 17, which subject matter was not described in the specification of the applicant.

Claim 17 continues with the following language in a third clause:

“wherein the slave function comprises essentially that predetermined data are transmitted continuously to the master after request;”

The specification on page 23, line 23 through page 24, line 2 reads as follows:

“The slave function comprises essentially that predetermined data are transmitted continuously to the master after request.”

Applicant urges that the recited language of the specification shows that there is no subject matter in the recited third clause of claim 17, which subject matter was not described in the specification of the applicant.

Claim 17 continues with the following language in a fourth clause:

“randomly determining a symbol combination in an operational block in case of a sufficient credit balance state;”

The specification on page 24, lines 2 through 4 reads as follows:

“A symbol combination is randomly determined in the operational block 50 in case of a sufficient credit balance state”

Applicant urges that the recited language of the specification shows that there is no subject matter in the recited fourth clause of claim 17, which subject matter was not described in the specification of the applicant.

Claim 17 continues with the following language in a fifth clause:

“displaying the determined symbol combination with the symbol display device;”

The specification on page 24, lines 2 through 5 reads as follows:

“A symbol combination is randomly determined in the operational block 50 in case of a sufficient credit balance state and is displayed with the symbol display device 2.”

Applicant urges that the recited language of the specification shows that there is no subject matter in the recited fifth clause of claim 17, which subject matter was not described in the specification of the applicant.



Claim 17 continues with the following language in a sixth clause:

“transmitting an adjustable share part of the stake of each base game to a common jackpot counter; “

The specification on page 24, lines 5 through 7 reads as follows:

“An adjustable share part of the stake of each base game is transmitted to a common jackpot counter. ”

Applicant urges that the recited language of the specification shows that there is no subject matter in the recited sixth clause of claim 17, which subject matter was not described in the specification of the applicant.

Claim 17 continues with the following language in a seventh clause:

“checking in a branching block, if an instruction is present from the master to start thereupon a supplemental game following to the determination of the winning value in the base game;”

The specification on page 24, lines 8 through 11 reads as follows:

“In the following to the determination of the winning value in the base game, it is checked in the branching block 59, if an instruction is present from the master to start thereupon the special game.”

Applicant urges that the recited language of the specification shows that there is no subject matter in the recited seventh clause of claim 17, which subject matter was not described in the specification of the applicant.

Claim 17 continues with the following language in an eighth clause:

“confirming a receipt of the instruction of the start of the supplemental game to the master;”

The specification on page 24, lines 11 through 13 reads as follows:

“The receipt of the instruction of the start of the special game is to be confirmed to the master (operational block 60).”

Applicant urges that the recited language of the specification shows that there is no subject matter in the recited eighth clause of claim 17, which subject matter was not described in the specification of the applicant.

Claim 17 continues with the following language in a ninth clause:

“activating the entertainment automat in case of a credit balance state exhibiting at least a game stake;”

The specification on page 24, lines 13 and 14 reads as follows:

“The entertainment automat 1 is activated in case of a credit balance state exhibiting at least a game stake.”

Applicant urges that the recited language of the specification shows that there is no subject matter in the recited ninth clause of claim 17, which subject matter was not described in the specification of the applicant.

Claim 17 continues with the following language in a tenth clause:

“checking by an operational block, if the master signal for the special games is present;”

The specification on page 24, lines 15 through 17 reads as follows:

“It is checked by an operational block 61, if the master signal for the special games is present.”

Applicant urges that the recited language of the specification shows that there is no subject matter in the recited tenth clause of claim 17, which subject matter was not described in the specification of the applicant.

Claim 17 continues with the following language in a eleventh clause:

“randomly determining winning symbols by a control unit during the complete game time;”

The specification on page 24, lines 17 through 19 reads as follows:

“The winning symbols are randomly determined by the control unit 7 not illustrated in detail during the complete game time”

Applicant urges that the recited language of the specification shows that there is no subject matter in the recited eleventh clause of claim 17, which subject matter was not described in the specification of the applicant.

Claim 17 continues with the following language in a twelfth clause:

“displaying the determined winning symbols with the symbol display device;”

The specification on page 24, lines 19 through 21 reads as follows:

“and the winning symbols are displayed (operational block 38) with the symbol display device 2.”

Applicant urges that the recited language of the specification shows that there is no subject matter in the recited twelfth clause of claim 17, which subject matter was not described in the specification of the applicant.

Claim 17 continues with the following language in a thirteenth clause:

“activating a first branching block for determining the remaining residual game time by an operational block; “

The specification on page 24, lines 21 through 23 reads as follows:

“A branching block 39 for determining the remaining residual game time is activated by the operational block 38.”

Applicant urges that the recited language of the specification shows that there is no subject matter in the recited thirteenth clause of claim 17, which subject matter was not described in the specification of the applicant.

Claim 17 continues with the following language in a fourteenth clause:

“checking in a second branching block, if an operational element furnished on the front side of the entertainment automat was actuated;”

The specification on page 25, lines 1 through 3 reads as follows:

“it is checked in a branching block 40, if an operational element 3 furnished on the front side of the entertainment automat 1 was actuated.”

Applicant urges that the recited language of the specification shows that there is no subject matter in the recited fourteenth clause

of claim 17, which subject matter was not described in the specification of the applicant.

Claim 17 continues with the following language in a fifteenth and last clause:

“performing a return to the first branching block in case no actuation of an operational element took place and in case of a presence of a remaining residual game time.”

The specification on page 25, lines 3 through 5 reads as follows:

“A return is performed to the branching block 39 in case no actuation of an operational element took place.”

Applicant urges that the recited language of the specification shows that there is no subject matter in the recited fifteenth and last clause of claim 16, which subject matter was not described in the specification of the applicant.

As to claim 18 the following observations are being made:

Claim 18 starts with the following language in a first clause:



“checking which operational element was actuated in case of an actuation of an operational element;”

The specification on page 25, lines 6 through 8 reads as follows:

“In case of an actuation of an operational element (entry block 41 -- 42) it is checked, which operational element 3 was actuated.”

Applicant urges that the recited language of the specification shows that there is no subject matter in the recited first clause of claim 18, which subject matter was not described in the specification of the applicant.

Claim 18 continues with the following language in a second clause:

”determining a game result of the displayed symbol combinations;

The specification on page 25, lines 15 through 17 reads as follows:

“The game result of the displayed symbol combinations is determined and displayed in the operational block 44.”

Applicant urges that the recited language of the specification shows that there is no subject matter in the recited second clause of claim 18, which subject matter was not described in the specification of the applicant.

Claim 18 continues with the following language in a third clause:

“displaying the determined game result in the operational block;”

The specification on page 25, lines 15 through 17 reads as follows:

“The game result of the displayed symbol combinations is determined and displayed in the operational block 44.”

Applicant urges that the recited language of the specification shows that there is no subject matter in the recited third clause of claim 18, which subject matter was not described in the specification of the applicant.

Claim 18 continues with the following language in a fourth clause:

“determining in a branching block if a maximum winning value is displayed with the symbol display device;”

The specification on page 25, lines 17 through 20 reads as follows:

“In the following it is determined in the branching block 45, if the maximum winning value, for example a Royal Flush, is displayed with the symbol display device 2.”

Applicant urges that the recited language of the specification shows that there is no subject matter in the recited fourth clause of

claim 18, which subject matter was not described in the specification of the applicant.

Claim 18 continues with the following language in a fifth clause:

“performing a return from a first branching block to a second branching block in case of a non-reaching of the maximum winning value;”

The specification on page 25, lines 20 through 22 reads as follows:

“In case of a non-reaching of the maximum winning value, a return is performed from the branching block 45 to the branching block 39,”

Applicant urges that the recited language of the specification shows that there is no subject matter in the recited fifth clause of claim 18, which subject matter was not described in the specification of the applicant.

Claim 18 continues with the following language in a sixth clause:

“checking the game time in the second branching block;”

The specification on page 25, lines 22 and 23 reads as follows:

“wherein the game time is checked in the branching block 39.”

Applicant urges that the recited language of the specification shows that there is no subject matter in the recited sixth clause of claim 18, which subject matter was not described in the specification of the applicant.

Claim 18 continues with the following language in a seventh clause:

“performing a return from the first branching block to a second operational block;”

The specification on page 26, lines 1 and 2 reads as follows:

“a return is performed from the branching block 45 to the

operational block 38,”

Applicant urges that the recited language of the specification shows that there is no subject matter in the recited seventh clause of claim 18, which subject matter was not described in the specification of the applicant.

Claim 18 continues with the following language in an eighth clause:

“performing a return upon reaching of the maximum winning value, wherein new winning symbols are randomly determined in the second operational block and wherein the new winning symbols are displayed with the symbol display device;”

The specification on page 25, line 23 through page 26, line 5 reads as follows:

“Upon reaching of the maximum winning value, a return is performed from the branching block 45 to the operational block 38, wherein new winning symbols are randomly determined in the

operational block 38 and wherein the new winning symbols are displayed with the symbol display device 2.”

Applicant urges that the recited language of the specification shows that there is no subject matter in the recited eighth clause of claim 18, which subject matter was not described in the specification of the applicant.

Claim 18 continues with the following language in a ninth clause:

“displaying winning symbols with the symbol display device in case of a remaining of residual game time;”

The specification on page 25, lines 6 through 8 reads as follows:

“In case of a remaining of residual game time, winning symbols displayed with the symbol display device 2”

Applicant urges that the recited language of the specification shows that there is no subject matter in the recited ninth clause of claim 18, which subject matter was not described in the specification of the applicant.

Claim 18 continues with the following language in a tenth clause:

“holding the winning symbols in the following by actuating the operational element or throwing out all up to now held cards by actuating the entry block;”

The specification on page 25, lines 5 through 9 reads as follows:

“winning symbols displayed with the symbol display device 2 can be held (operational block 42, operational block 46) in the following by actuating the operational element 3 or all up to now held cards can be thrown out by actuating the entry block 41.”



Applicant urges that the recited language of the specification shows that there is no subject matter in the recited tenth clause of claim 18, which subject matter was not described in the specification of the applicant.

Claim 18 continues with the following language in an eleventh clause:

“performing a return from the first branching block to the second branching block by checking if the game time has ended;”

The specification on page 26, lines 11 through 13 reads as follows:

“A return is performed from the branching block 45 to the branching block 39 by checking if the game time has ended.”

Applicant urges that the recited language of the specification shows that there is no subject matter in the recited eleventh clause of claim 18, which subject matter was not described in the specification of the applicant.

Claim 18 continues with the following language in a twelfth and last clause:

“performing a return from a third operational block to a fourth operational block by checking if a further credit balance state sufficient for a game stake is present.”

The specification on page 26, lines 13 through 15 reads as follows:

“A return is performed from the operational block 47 to the operational block 36 by checking if a further credit balance state sufficient for a game stake is present.”

Applicant urges that the recited language of the specification shows that there is no subject matter in the recited twelfth and last clause of claim 18, which subject matter was not described in the specification of the applicant.

*The Office Action refers to Claim Rejections - 35 USC § 102*  
*and to Claim Rejections - 35 USC § 103*

Claims 1-9, 12 & 14 stand rejected under 35 U.S.C. 102(e) as anticipated by or, in the alternative, under 35 U.S.C. 103(a) as obvious over Vancura. Vancura discloses Gaming Machines with Bonusing. In his game he teaches the playing of a bonus game in a secondary machine adjacent to a primary machine. Vancura's invention substantially teaches the limitations as claimed.

Referring to Claim 1, 3, 7 & 9, according to the Office Action,

Vancura teaches:

- that the primary machine acts as a traditional slot machine (col. 18, lines 22-24).
- that the primary gaming machine can be a suitable gaming machine, such as, slot, poker, keno etc.; and

- the accumulating of winnings in an award meter (col. 17, lines 44-54).

Applicant respectfully traverses.

Claim 1 as amended contains the following clause:

“displaying symbols on a symbol display device, wherein a displayed symbol combination comprises several symbols and wherein upon reaching of a predetermined credit balance in a credit balance counter disposed on the side of the control unit in the following a symbol combination is displayed with the symbol display device;“

The step recited in this clause of claim 1 is not taught or suggested by Vancura. Vancura does not refer to: “upon reaching of a predetermined credit balance in a credit balance counter disposed on the side of the control unit” and followed by a symbol display. There is also no allegation in the Office Action that the feature recited in the clause of claim1 is part of the teaching of Vancura.

Claim 1 further requires in a following clause:

“controlling the course of the game with a control unit including a microcomputer and a pseudorandom number generator;”

No controlling of the action of the Vancura reference is seen with a microprocessor and a pseudorandom number generator nor is there any hint in the Office Action, as to where such feature employing a pseudo random number generator could be found in the Vancura reference.

Claim 1 further contains a last clause as follows:

“accumulating the obtained winning in the credit balance counter.”

Vancura teaches a first and a second slot machine. In case a bonus qualifying event occurs, the secondary slot machine is activated for a bonus game (Vancura, column 5, line 63 through column 6, line 16).

Claim 3 of the present application contains clauses distinguishing over the reference Vancura as follows:

“determining if a key has been depressed in case the game time has not yet ended;  
determining if the depressed key is a hand out key or a hold key in case a key had been depressed;  
randomly drawing cards not being held in case the hand out key had been depressed;  
holding cards in case the hold key had been depressed;  
actualize the intermediate state;  
determining if a certain winning combination had been reached;  
randomly drawing again all cards if the certain winning combination had been reached;  
determining again if the game time has ended if the certain winning combination had not been reached.”

None of these features of claim3 is taught in the Vancura reference nor is there even an allegation in the Office Action that such features are present in the reference Vancura.

Claim 7 also contains features not taught or suggested by the Vancura reference.

In particular claim 7 requires:

“a control unit for controlling the course of the game, wherein the control unit includes a microcomputer and a pseudorandom number generator, “.

No controlling involving a pseudo number generator is seen in the Vancura reference nor is there any direction in the Office Action as to where such feature could be found in the Vancura reference.

Claim 7 recites additional features as follows:

“wherein upon reaching of a predetermined symbol combination or upon reaching of a predetermined credit balance in a credit balance counter disposed on the side of the control unit in the following a symbol combination is displayed with the symbol display device (2), and wherein the symbols can be renewed within a predetermined time window, until the winning carrying symbol

combination is reached, and wherein the obtained winning is accumulated in the credit balance counter.””

Applicant believes that in particular the following clause :

“wherein the symbols can be renewed within a predetermined time window” is clearly outside the teaching of the Vancura reference and clearly defines the invention over the Vancura reference.

Claim 9 also distinguishes with its clauses from the teaching of the reference Vancura.

The following clause of claim 9 of the instant application requires:

“controlling the course of the game with a control unit including a microcomputer and a pseudorandom number generator;”

No controlling involving a pseudo random number generator is suggested or taught in the Vancura reference.

Claim 9 further requires in its last clause:



“switching simultaneously the coin actuated entertainment automats disposed in the network into a common supplemental game when a predetermined value of a common jackpot is surpassed. “.

Applicant urges, that there is no common supplemental game suggested on the coin actuated entertainment automats according to the teaching of the Vancura reference, since in case a bonus qualifying event occurs, a signal is delivered to the secondary machine and all bonus activity according to Vancura takes place at the secondary machine (Vancura, column 5, lines 63 through 67), but no common supplemental game is suggested by the Vancura reference.

Referring to Claim 2 & 8 according to the Office Action,

Vancura teaches:

- a secondary machine (claim 1);

- a bonus qualifying signal, to play a bonus game on the secondary

machine, when a predetermined combination of symbols is obtain (col. 18, lines 24-28);

- determining the winning values and accumulating winnings in the specific winning machine (claim 1).

Applicant disagrees that the three features recited in the Office Action for claims 2 and 8 are all the features of claims 2 and 8 of the present application.

Claim 2 requires:

“networking a second entertainment automat to the first entertainment automat;”

The Vancura reference fails to teach networking a second entertainment automat. Networking implies

communications back and forth between a master and a slave for example with networking software. In contrast to the requirement of networking in claim 2 of the present application, the primary slot machine 10 of the Vancura reference communicates over communications path 30 to the secondary slot machine when a bonus qualification event occurs (Vancura, column 4, lines 66 through 68). Networking according to claim 2 goes far beyond the “bonus qualifying signal on path 30” recited by Vancura in column 17, line 18.

In particular, the next clause of claim 2 requires:

“simultaneously switching the played entertainment automats (1) into a uniform game mode upon reaching of a predetermined symbol combination or upon reaching of a predetermined credit balance state of a common credit balance counter;”.

There is no such thing in Vancura as required in the cited clause. Nothing is said in the reference Vancura about “simultaneously switching the played entertainment automats (1) into a uniform game mode”.

Applicant urges that the feature of claim 2 of “simultaneously switching the played entertainment automats (1) into a uniform game mode” is clearly contrary to the teaching of the Vancura reference of communicating a “bonus qualifying signal”. Applicant respectfully submits that the feature of “simultaneously switching” patentably distinguishes claim 2 over the Vancura reference.

The next feature of claim 2 reads as follows:

“determining in a game mode the entertainment automat, which has reached the highest winning value within a time window predetermined by the control unit;”.

There is no suggestion or teaching of this feature of “determining in a game mode” in the Vancura reference. There is

no allegation in the Office Action that such feature is taught by the Vancura reference. It is respectfully urged that the requirement of claim 2 of determining in a game mode an entertainment automat is completely outside the scope of the teaching of the Vancura reference.

The next and last clause of claim 2 requires:

“coordinating the winning value to that entertainment automat, which entertainment automat has reached the highest winning within the time limited game mode.”.

There is no such coordinating taught in the Vancura reference nor is there any hint in the Office Action, where such coordinating is present in Vancura. Applicant urges that the clause of claim 2 requiring coordinating patentably distinguishes claim 2 over the Vancura reference.

Claim 8 also patentably distinguishes over the reference Vancura in a similar way as does claim 2. Claim 8 requires that:

“the entertainment automats (1) are networked together,”.

No networking is suggested in Vancura.

Claim 8 further requires that:

“the played entertainment automats (1) are simultaneously switched into a uniform game mode upon reaching of a predetermined symbol combination or upon reaching of a predetermined credit balance state of a common credit balance counter,”

”wherein in the game mode is determined at which entertainment automat (1) the highest winning value is reached within a time window predetermined by the control unit (7), and wherein the winning value is coordinated to that entertainment automat (1), which entertainment automat (1) has reached the highest winning within the time limited game mode.”. -

There is no suggestion as to these features of claim 8 in the reference Vancura. Applicant respectfully submits that in view of these features of claim 8, that claim 8 is clearly patentable over the reference Vancura.

Referring to Claim 4 according to the Office Action

Vancura teaches:

- a bonus-qualifying event determined after the primary machine is activated (col. 3, lines 18-20 and col.4, lines 55-64).

Claim 4 contains the following clause:

“determining if a special symbol combination or a jackpot winning value has been reached after inserting payment into the automatic entertainment automat.”.

Claim 4 associates making a payment with a certain determination of reaching a certain point. No such association of a payment with the determination of claim 4 is taught or suggested in the Vancura reference.

Referring to Claims 5, 6, 12 & 14 according to the Office Action

Vancura teaches:

- a secondary machine (claim 1);
- the use a processor to facilitate all the functions of the primary (master) and secondary (slave) machines (see figure 50);
- a bonus/jackpot (claim 12);
- collecting the game results of the secondary machine in the primary machine ( col. 16, lines 62-67);
- that the primary machine can be used as a slot, poker or keno machine (col. 5, lines 14-20).



Applicant disagrees with the allegation in the Office Action that claims 5, 6 and 12, and 14 are obvious in view of the Vancura reference.

Claim 5 contains clauses as follows:

”networking a second entertainment automat to the first entertainment automat;”

Applicant urges that the Vancura reference does not propose any networking of two entertainment automats as required according to the first clause of claim 5.

The second clause of claim 5 requires:

”determining which one of the entertainment automats assumes a master function;”.

Applicant urges that there is no master function assignable in the teaching of the Vancura reference and consequently also no determination is taught in the Vancura reference which one of the entertainment automats assumes the master function.

The third clause of claim 5 requires:

“determining which one of the entertainment automats assumes a slave function;”.

Applicant urges that there is no slave function assignable in the teaching of the Vancura reference and consequently also no determination is taught in the Vancura reference which one of the entertainment automats assumes the slave function.

The fourth clause of claim 5 requires:

“determining if a jackpot filling level has reached a predetermined release amount;”

The reference Vancura refers in claim 12, column 19, line 36 to a jackpot award. If there is a simple jackpot award, then there is no need for any determination of a jackpot filling level and such determination is completely absent from the Vancura reference. It is respectfully submitted that based on the fourth clause of claim 5, claim 5 patentably distinguishes over the Vancura reference..

The fifth and sixth clause of claim 5 reads as follows:

“starting a jackpot game at the entertainment automat performing the slave function;”

“waiting till the slave is ready;”

as the fifth and sixth clause of claim 5 require a slave or a slave function and since the Vancura reference fails to teach any presence of a slave, it is deemed that the fifth and the sixth clause of claim 5 patentably distinguish claim 5 over the Vancura reference.

The seventh and the eighth clause of claim 5 read as follows:

“activating the game time for the entertainment automats;”

“randomly drawing all cards;”.

Applicant submits that the Vancura reference fails to teach a random drawing of cards. Therefore this eighth clause of claim 5 defines claim 5 patentably over the reference Vancura.

The ninth through fourteenth clause of claim 5 read as follows:

“determining if a game time has ended;”

“collecting the game results of the slave entertainment automat in the master entertainment automat;”

“distributing of the game results to the slave entertainment automat by the master entertainment automat;”

“calculating of the winning amount;”

“displaying the winning amount.”

Some of these clauses refer to the master and slave function of the entertainment automats, where such function is clearly beyond the scope of the teaching of the Vancura reference. Claim 5 is believed to be clearly patentable over the Vancura reference.

Claim 6 sets forth the following in a first clause.

“sending a readiness signal to the master entertainment automat; “.

As the Vancura reference fails to teach or suggest “a sending of a readiness signal to a master entertainment automat”, applicant urges that this first clause of claim 6 patentably distinguishes claim 6 over the Vancura reference.

Claim 6 sets forth the following in a second clause.

“waiting by the slave entertainment automat for an activation of the game time through the master entertainment automat.”

None of the various elements of the second clause of claim 6 appears to be taught or suggested by the Vancura reference and the second clause of claim 6 is believed to patentably distinguish claim 6 over the Vancura reference.

Claim 12 recites the following first clause:

“determining symbol combinations randomly in case of a credit balance state exhibiting a game stake in the credit balance counter of the entertainment automat;”

The reference Vancura fails to teach a pseudo random number generator and does not provide the function of randomly

determining symbol combinations as required in the first clause of claim 12.

Claim 12 recites the following second clause:

“performing a switch over from a base game into a supplemental game by a control unit in case a predetermined winning value is coordinated to the symbol combination displayed by the symbol display device or if a particular symbol combination is displayed with the symbol display device;”

Claim 12 clearly requires a switching over from a base game into a supplemental game. The Vancura reference teaches to communicate to a special secondary slot machine, when a bonus qualification occurs. Instead of switching the display from a base game to a supplemental game as claim 12 requires, the Vancura reference changes over from the primary to the secondary machine. Thus the second clause of claim 12 patentably distinguishes from what the reference Vancura teaches.

Claim 12 recites the following third and last clause:

“determining in a branching block if a preset jackpot winning value has been reached or surpassed for a predetermined symbol combination. “.

As the Vancura reference teaches in claim 12 a jackpot award, there is no jackpot which is growing in Vancura in contrast the changing jackpot of the present application. It is believed that the preferencing of the word “award” in claim 12 of Vancura with “jackpot” is a clear misnomer, as Vancura does not teach any fillable pot, but a fixed award. Applicant respectfully submits that the different meaning of jackpot in the Vancura reference and in the present application clearly distinguishes the third clause of claim 12 from the Vancura reference.

Claim 14 recites the following first clause:

“initiating a network by actuating the power switch of each entertainment automat;”

There is not network taught in the Vancura reference, which network could be initiated.

Claim 14 recites the following second clause:

“assuming of the master function by one of the entertainment automats, wherein the master function comprises essentially that a coordination of the entertainment automats present in the network is performed with respect to the collection of data through the counter state of the jackpot amount and the release of a common special game, which takes place at all entertainment automats present in the network at the same time;”

Claim 14 recites various steps involving the entertainment automat performing the master function. As the Vancura reference fails to teach a presence of an entertainment automat with a master function, the second clause of claim 14 patentably distinguishes claim 14 over the Vancura reference.

Claim 14 recites the following third clause:

“switching the second entertainment automat present in the network to a slave function;”



The reference Vancura completely fails to teach or suggest a slave function and therefore this third clause of claim 14 patentable distinguishes claim 14 from the teaching of the Vancura reference.

Claim 14 recites the following fourth clause:

“randomly determining a symbol combination in an operational block and displaying the symbol combination in the symbol display device in case of a sufficient credit balance state;”

The reference Vancura fails to teach a pseudo random number generator and consequently no random determination of a symbol combination is furnished in Vancura. This fourth clause again distinguishes claim 14 over the Vancura reference.

Claim 14 recites the following fifth clause:

“transferring an adjustable shared part amount of the game stake of each base game to a common jackpot counter;”

The reference Vancura does not teach a common jackpot counter and does not transfer anything to a common jackpot

counter. Therefore the fifth clause of claim 4 clearly and patentably defines claim 14 over the Vancura reference.

Claim 14 recites the following sixth clause:

“checking the counter state of the jackpot counter in a branching block following to a determination of the winning value in the base game;”

As the Vancura reference fails to teach a jackpot counter, there is also no checking of such jackpot counter provided for in the teaching of the reference Vancura. Again, the sixth clause of claim 14 patentably distinguishes claim 14 from the Vancura reference.

Claim 14 recites the following seventh clause:

“sending from the master a control signal to all other entertainment automats present in the network if the predetermined jackpot counter state is reached or surpassed, wherein the slaves switch to the supplemental game based on the control signal after termination of the base game;”

The feature of the seventh clause of claim 14 to involve a master entertainment automat sending a control signal to switch to a supplemental game is clearly outside of the scope of the Vancura reference.

Claim 14 recites the following eighth clause:

“monitoring in an operational block, if an okay signal was returned by all slaves;”.

No monitoring of returned signals from a slave entertainment automat is taught in the reference Vancura. Thus the eighth clause of claim 14 patentably distinguishes claim 14 from the teachings of the Vancura reference.

Claim 14 recites the following ninth and last clause:

“starting the supplemental game at the same time in all participating coin actuated entertainment automats.”.

The Vancura reference is clearly contra to this requirement of starting the supplemental game at the same time, since the Vancura reference teaches a single supplemental game on the secondary

machine. Therefore, also this ninth and last clause of claim 14 serves to patentably distinguish claim 14 from the Vancura reference.

*The Office Action refers to Response to Arguments*

Applicant's arguments filed 7/2/03 have been fully considered but they are not persuasive. Applicant extensively argues the differences between the cited references and the claimed invention. Applicant, however, fails to claim anything that is novel compared with the teachings of the cited reference.

Applicant completely disagrees. As set forth above, Vancura teaches a primary slot machine and a secondary slot machine tied together with a signal cable, When the primary slot machine of Vancura operates, the secondary slot machine of Vancura does not operate and vice versa. A certain jackpot award is given by the secondary slot machine of Vancura.

The present invention in contrast is concerned with networked entertainment automats. All networked entertainment automats according to the present invention operate at the same time. A jackpot is fed by the games of the networked entertainment automats of the present invention.

Applicant urges respectfully, that the whole concept of the present invention differs from the Vancura reference and this difference is borne out by the specific language of applicant's claims.

The Office Action further notes that:

The independent claims were amended to include the word 'actuated' which simply means "put into mechanical action". This does not present novelty when compared with the cited reference and other representations well known in the art.

Applicant agrees with the Examiner that novelty is born out by differences in the elements and steps relative to the art and not by language substitutions.

Reconsideration of all outstanding rejections is respectfully requested.

All claims as presently submitted are deemed to be in form for allowance and an early notice of allowance is earnestly solicited.

Respectfully submitted,

Michael Gauselmann

By: *Horst M. Kasper*  
Horst M. Kasper, his attorney,  
13 Forest Drive, Warren, N.J. 07059  
Tel.: (908) 526-1717 Fax: (908) 526-6977  
Reg. No. 28,559; Docket No.: ADP231

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